# VERTICAL FORCE

VIRTUAL BOY

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Thank you for selecting the Vertical Force™ Game Pack for the Nintendo Virtual Boy™ System. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

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Before using the Virtual Boy, carefully read the [illegible] Precautions Booklet. Make sure [illegible] warning that [illegible] information on [illegible] including the [illegible] and OCUS. Do not play [illegible] if you feel [illegible] nauseated or tired or if you [illegible] hurt or [illegible] strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damaged to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet [illegible] 1-800-255-3700

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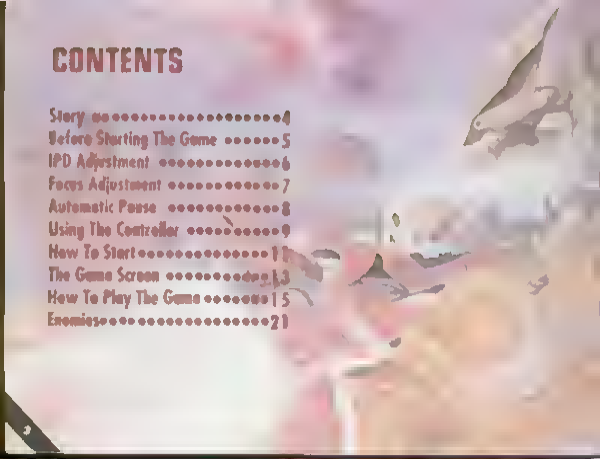
NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.

# CONTENTS

Story ••••••••••••••••••••4
Before Starting The Game ••••••5
IPD Adjustment ••••••••••••••6
Focus Adjustment ••••••••••••7
Automatic Pause ••••••••••••8
Using The Controller ••••••••••9
How To Start••••••••••••••••11
The Game Screen ••••••••••••13
How To Play The Game••••••••15
Enemies••••••••••••••••••••21



# A battle that will either wipe humanity or machines from the universe has begun!

**The year is 210 9X (Space Era)**

Humankind has progressed beyond the wildest imagination of the earliest space explorers. Waves of human colonists have advanced to thousands of planets all over the universe. Each colony unit is provided with a caretaker computer and equipped with Android Industrial (AI) Drones to control the planet exploitable resources. The materials collected are sent back to Earth.

Now, something has gone terribly wrong and the caretaker computer of ——— (planet #8376) has spontaneously reprogrammed itself instead of serving humans and sending materials to Earth, it seems its new mission is to slaughter humans and make minerals of Earthlings.

The corrupted caretaker calling itself "Mingard" has declared war on all humanity. Its mechanical army of "AI Drones" is headed toward Earth, and he has equipped them with a ray that will repair the strategic computers and weapons of the United Earth Army (Imperial). As a result, whenever the army has tried to interrupt the AI Drones they have suffered total defeat.

As luck would have it, a cave-archeology team work on an Imperial (planet #25671) has just made a great historical find. Among the ruins of an alien civilization is a battle machine — been one ——— Imperial's in alien design and construction, the battle machine is not affected by the Mingard rays. The team discovers it that it is equipped with a device that allows it to hack into the AI Drones and use them against Mingard's forces.

After intensive examination of the Imperial's battle machine, The United Earth Army has called upon Hikaru the flying ace. You, to fly the ——— AI Imperial's power based by Mingard.

## Before Starting The Game

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments each time you play. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position. When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.

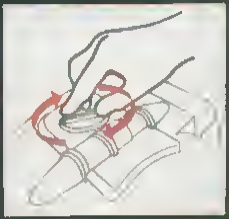
Press START to display the "IPD and FOCUS adjustment screen." Both adjustments are made using this screen.

# IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance).

While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown on the screen to the right.

The best adjustment may allow you to see only three marks, or four slightly blurred marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.



## Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly.

Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, adjust the FOCUS slider right or left until the image is sharp and clear.

## During Game Play

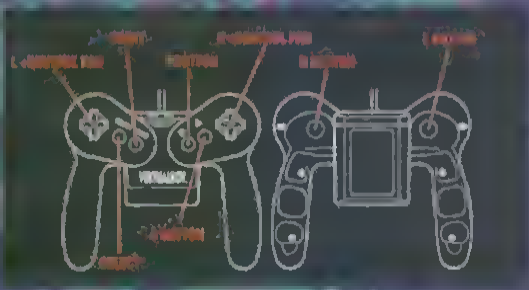
To access the IPD and Focus Adjustment screen while playing the game, press START to pause. While paused, pressing SELECT will make the IPD and Focus Adjustment screen appear. After completing any necessary adjustments, press SELECT to return to the pause screen.

# Automatic Pause Function

All Virtual Boy Game Paks contain an automatic pause function. After completing the IPD and FOCUS adjustments, press START and the screen pictured at right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use < or > on the L +Control Pad, then press START to begin the game demo. Pressing START again will advance you to the game title screen.

After completing each stage (when the Automatic Pause is active) the game will automatically pause. Please take a break and rest. When your rest is completed, press START to resume play.

# USING THE CONTROLLER



**CONTROL PAD** — Move Fighter

This button moves your ship. Ragnarok up, down, left, right and diagonally. Use this also to control the cursor on menu screens.

**CONTROL PAD** — Change AI Drone

This switches between the AI Drone equipped with any in stock. (See page 15)

**A BUTTON** — Change Attitude

Press the A Button to change your flight/line attitude. (See page 15)

**B BUTTON** — AI Drone Destroy

Press the B Button to destroy the AI Drone you are currently using. The blast will damage any enemies on screen. This button is also used for entering selections on Menu screens.

**Left/Right Button** — Fire Weapons

Press either button to fire the weapons. Keep the button pressed for rapid fire.

**START** — Pause

Press START to pause the game during play. Also used to enter a selection on Menu screens.

**SELECT** — AI Drone Controls

Use SELECT to change the attitude and control of an AI Drone. (See page 14 for details)

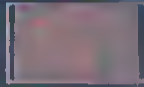
This chart explains the default controller configuration (Type A.) Change to Type B using KEY CONFIG on the title screen. (See page 12 for details.)

# HOW TO START

When the title screen appears, press START. Press START again to [illegible] in the game, or use the L-Control Pad to [illegible] the cursor [illegible] to an the selection.

**GAME START**
Starts the game.

**BRIGHTNESS**
This option will allow you to adjust the brightness of the screen. Press the A Button to make the screen brighter or press the B Button to darken it. When your adjustment is complete, use the L-Control Pad to select EXIT. Then press the A Button to return to the title screen.



**CONFIG**
This menu will allow you to change the difficulty level of the game and switch the controller setting. Use A or V on the L-Control Pad to select an option and use < or > to change it. When complete, select EXIT and press the A Button to return to the title screen.

## GAME LEVEL — Changes The Difficulty Level

Use ◀/▶ to change the difficulty of the game. With the cursor on GAME LEVEL, press ◀ or ▶ on the L Control Pad to adjust the difficulty.

## CONTROL TYPE — Switches The Control Type

Move the cursor with the L Control Pad to CONTROL TYPE. Press ◀ or ▶ to switch between Type A and B.

| | TYPE A | TYPE B |
|---|---|---|
| R Button Pad Up | Move Ship | Change AI Drone |
| R Button Pad Left | Change AI Drone | Move Ship |
| R Button Pad Right | Move AI Drone | AI Drone Controls |
| R Button Pad Down | Switch Altitude | Pause |
| SELECT | Pause | Blow Up AI Drone |
| START | Blow Up AI Drone | Switch Altitude |
| Control L R | Switch Altitude | Change Altitude |

# GAME SCREEN

On the game play screen, the condition of the AI drone is [illegible]

## 1 Ship Damage Meter

[illegible] Damage [illegible] the game [illegible]

## 2 Drone Control Type

[illegible] are displayed to indicate whether the AI Drone [illegible] are under manual [illegible] There are [illegible] different [illegible] Keep pressing SELECT to cycle [illegible] options. When the [illegible] displayed, that [illegible]

| ALTITUDE CHANGE | CHARACTER RESERVE |
| --- | --- |
| MANUAL | MANUAL |
| MANUAL | AUTO |
| AUTO | MANUAL |
| | AUTO |

[illegible] Auto Altitude [illegible] are under [illegible] There are [illegible] Manual [illegible] Character Reserve [illegible] Manual [illegible] Auto [illegible] Manual [illegible] Auto [illegible] the [illegible] displayed that [illegible] automatically.

| | Auto | Manual |
| --- | --- | --- |
| ALTITUDE CHANGE | The AI Drone will change altitude according to its preprogrammed characterization | The AI Drone will change altitudes along with Ragnarok |
| AI DRONE RESERVE | When the AI Drone's Damage Meter reaches one mark it will automatically go into reserve. | The AI Drone will only go into reserve when the player chooses to put it there using the R +Control Pad |

## Active AI Drone Damage Meter

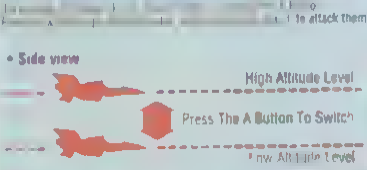
This meter shows the damage of the AI Drone that is currently using. Just like Ragnarok's Damage Meter, it [illegible] when the AI Drone is better repaired, [illegible] the AI Drone is damaged.

## AI Drone Reserve

[illegible] When [illegible] the Damage Meter will [illegible] When [illegible] they will [illegible]

# HOW TO PLAY THE GAME

## CHANGING ALTITUDE



Ragnarok

Press A Button

You can switch altitude at any time unless an obstacle above or below obstructs Ragnarok's movement in that direction.

## COLLECTING POWER-UPS

KA[illegible]AN

## POWER-UP ITEMS

[illegible] Ragnarok [illegible] weapon [illegible] System. Collect multiples of each type to [illegible] the length of each one. A triple weapon power [illegible] the max [illegible]

If Ragnarok takes a hit while Powered up, both the Damage [illegible] and Power [illegible] by one. (This does [illegible] when Ragnarok is protected by the Shield.) If Ragnarok is hit while operating with a Single Power weapon [illegible] will return [illegible] next [illegible] weapons.

### CHANGING POWER-UP ITEMS

When Ragnarok collects a different type of Power up, the weapon type will change but the level will not increase.

EXAMPLE

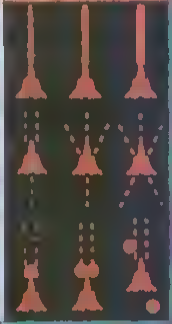
[illegible] Level 2

Collect a Wide-Shot Power Up Item

Wide Shot Level [illegible]

# POWERING UP WEAPONS

| POWER | FEATURE |
|---|---|
| LASER | The laser will [illegible] power up [illegible] the width [illegible] also |
| [illegible] | This beam w[illegible] angle [illegible] |
| [illegible] | [illegible] Ragnarok [illegible] power [illegible] a [illegible] spinning weapon |



# POWERING UP ALIENS

[illegible] up it will [illegible] be [illegible] up. A[illegible]es will [illegible] levels

[illegible]ke Ragnarok when a [illegible]red up A[illegible]rope take [illegible] Damage Meter and [illegible] one

## COLLECTING AI DRONES

## PLACING AI DRONES INTO RESERVE

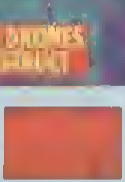
(See page 11

POW

DIRECTION

## REPAIRING AI DRONES

## UTILIZING AI DRONES TO SELF DESTRUCT



## THE THREE TYPES OF AI DRONES

| WEAPON | FEATURE |
| --- | --- |
| | This AI Drone [illegible] Laser that can [illegible] [illegible] of enemy ships |
| | This [illegible] direction |
| | When [illegible] damage [illegible] |

When you hit A, [illegible] the height of your [illegible] will depend on how quickly you do [illegible].

## GAME OVER

As you [illegible] objects on the screen or are [illegible] enemy [illegible], your Damage Meter will decrease. [illegible] the [illegible] Game Over [illegible] and [illegible] the game [illegible].

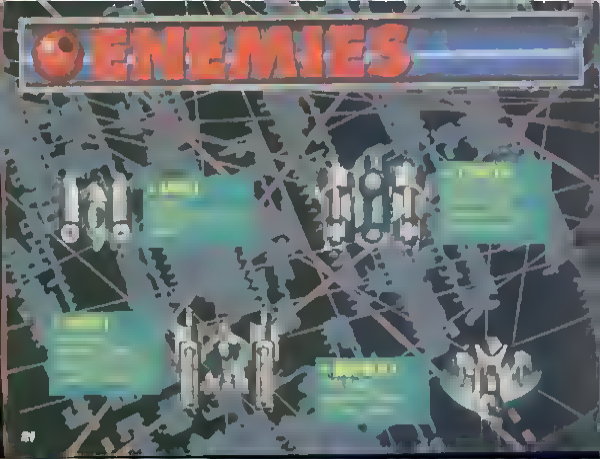
## CONTINUE

When the game ends, the continue countdown will begin. If you press START or the A Button [illegible] to [illegible] your [illegible]. The stage [illegible] the [illegible] [illegible] have defeated [illegible] [illegible] [illegible] [illegible] [illegible] [illegible].

## TIPS

When you are [illegible], Raphael will flash and be [illegible] for about two seconds. [illegible] this [illegible] to [illegible] [illegible].

# ENEMIES



# MID-LEVEL BOSS: BRATT

Bratt was made by Mittgard as an area commander. In each stage you will find him armed with different weapons. In most stages he will retreat when his weaponry is destroyed, but not always ...

# LEVEL BOSSES

At the end of each level you will face the boss. Here are the first two

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